

EPYX[®]

STREET SPORTS[™]

Baseball

SALE PRICE
\$ 5.00

Apple II[®] and
Compatibles

128K Required

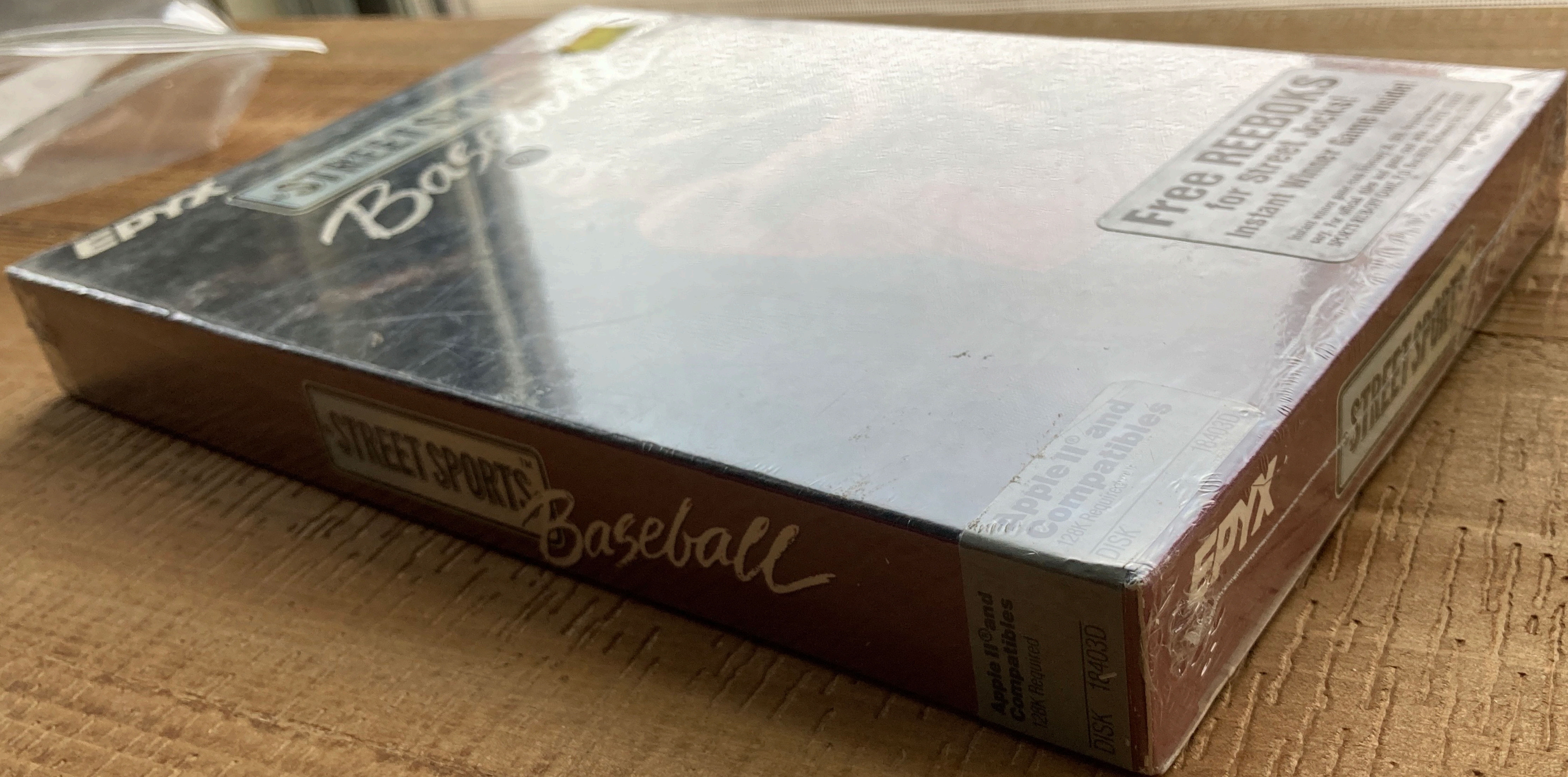
DISK

18403D

Free REEBOKS
for Street Jocks!
Instant Winner Game Inside!

Instant winner game ends February 28, 1988. No purchase necessary. For official rules and game card write to EPYX STREET SPORTS RUB-OFF GAME, P.O. Box 8020, Redwood City, CA 94063.





Free REEBOKS
for Street Jockeys!
Instant Winner Game Included

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Buy 1 for Street Jockeys & the Winner
Street Jockeys Game & the Winner
Street Jockeys Game & the Winner

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compatibles**
128K Required

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compatibles**
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STREET SPORTS™

EPYX

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Baseball

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STREET SPORTS™

Baseball

It's a hit!

...It's bottom of the ninth on 52nd street...the count's 0 and 2...the pitcher winds, throws and...crack!...a long fly ball to Ralph's territory out in left field...a long run — dodging tree trunks, sloshing through puddles, beating ers just in time to see Butch complete a home run, beating an old trash can lid that doubles as home plate...he recov-

In the big leagues they call that a "run." In *Street Sports Baseball*, it's known as survival.

A diamond in the rough

What this game lacks in big league glamor, it makes up for in local color. The diamond, for instance, is makeshift. The bases may be trash can lids, or perhaps old tires. And the team? Choose from 16 of the neighborhood's hot hitters and hacks.

Each with his own level of skill in hitting, fielding, and throwing. With the right combination, your team could be the champions. With the wrong combination, the chumps...

► **Play against a friend, or the computer.**

► **Choose your own amateur ball club. Each of the 16 players has his own personality. All have street smarts.**

► **Split screen view allows you to "home in" on a specific playing area while keeping an eye on the whole field.**

► **Obstacles on this sandlot bring new dimension to the traditional baseball game.**



▲ It's a curve ball to Mike... but that's o.k. — he's been looking for one.



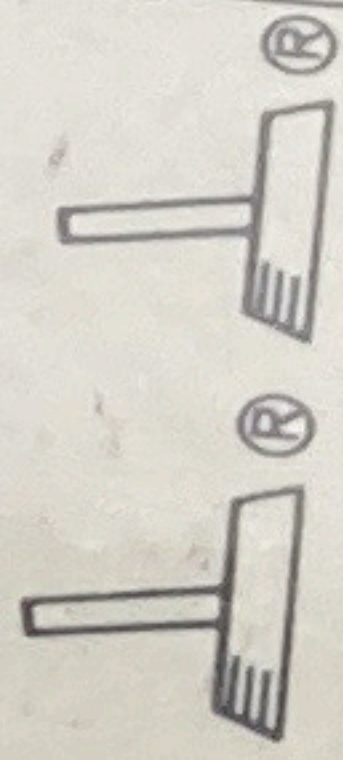
▲ Ralph won't be beat by a few tree stumps and puddles...



▲ When the play is close, slide or you're out!

*Screens from Commodore 64/128™ version. Street Sports is a trademark of EPYX, Inc. © 1987 EPYX, Inc.

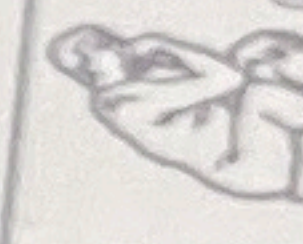
Rating:



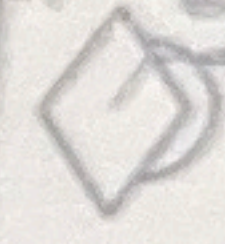
EPYX Coding: Epyx games are coded to indicate the degree of emphasis on "Action," "Strategy," or "Learning."



Action



Strategy



Learning

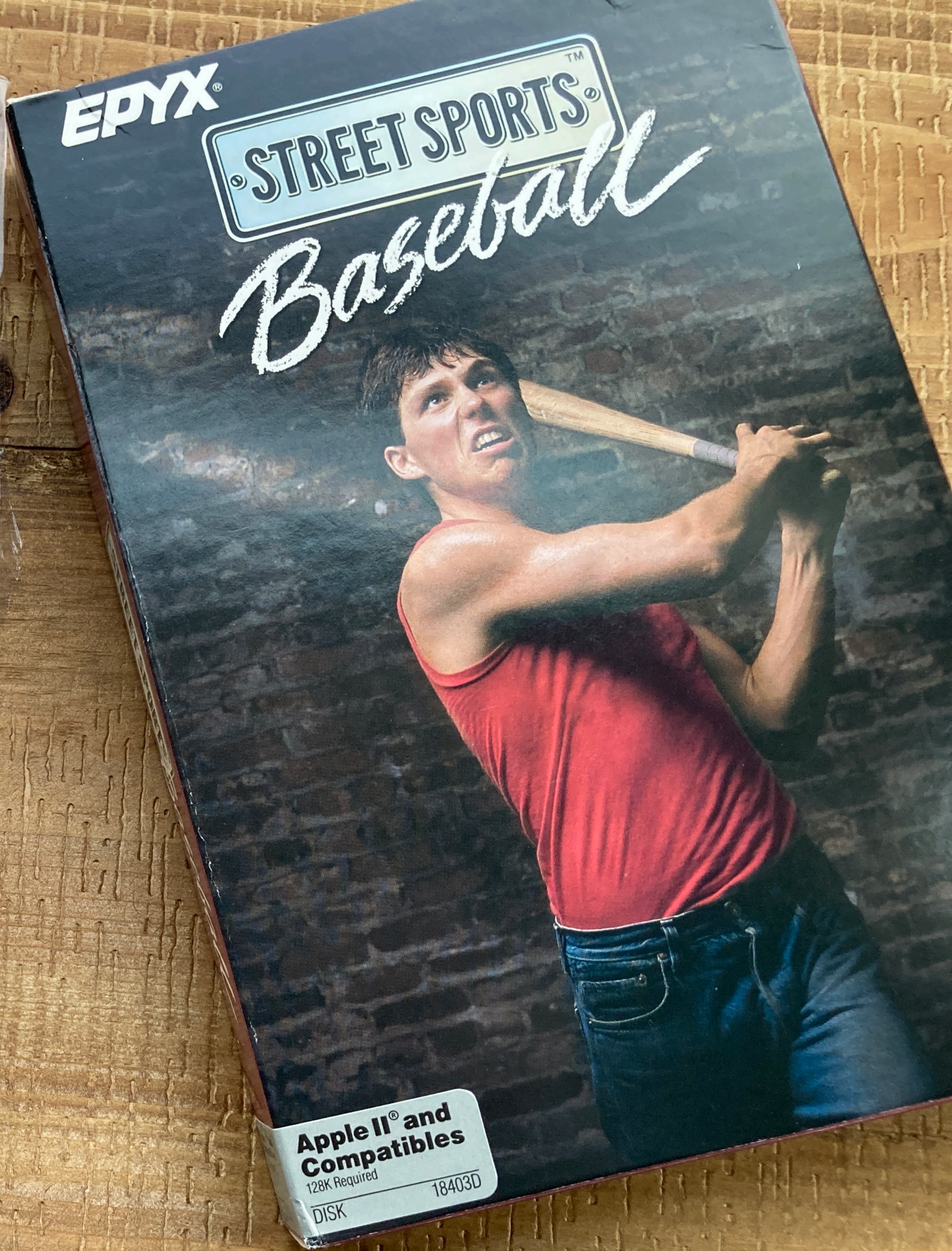




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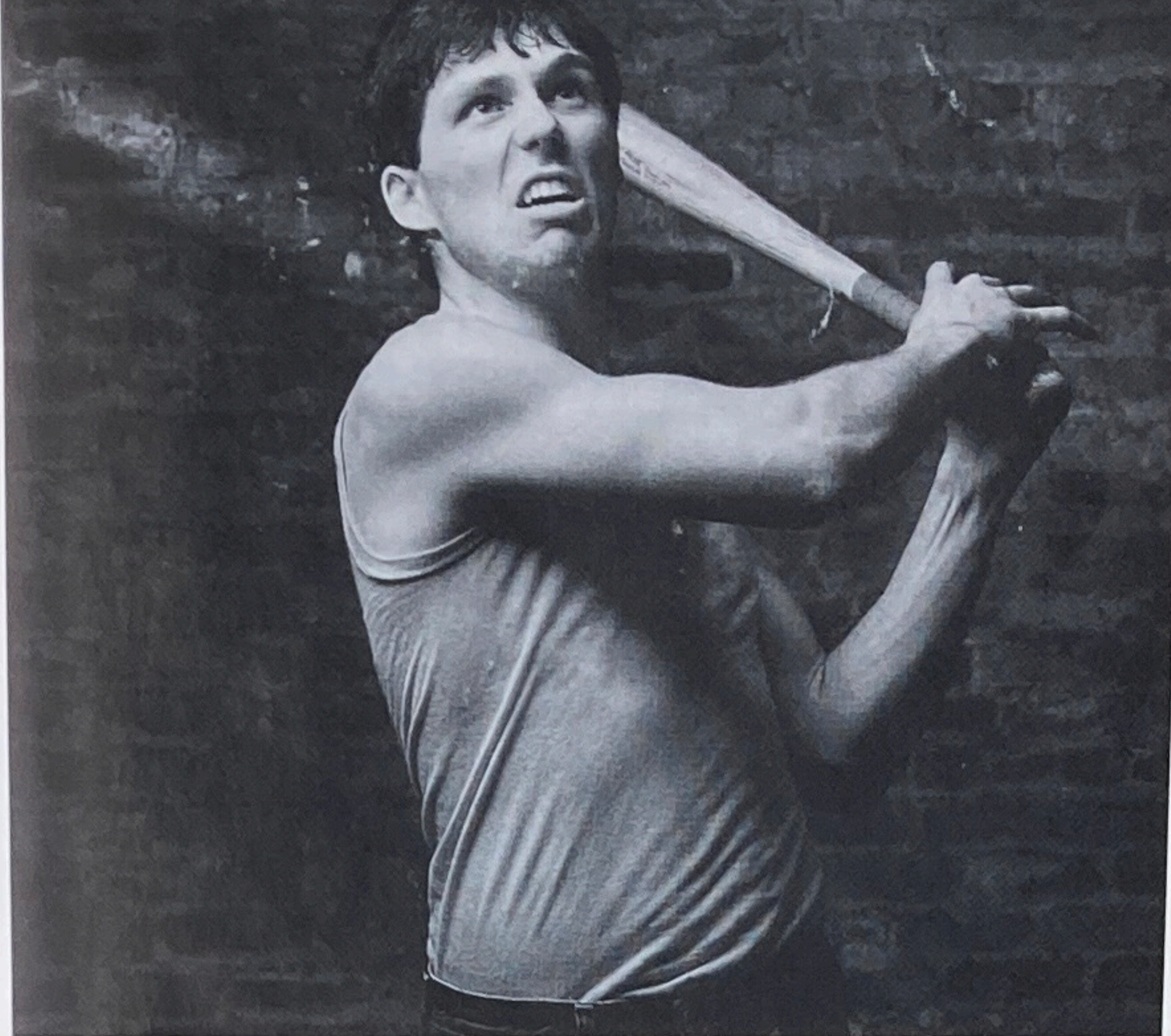
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EPYX

STREET SPORTS™

Baseball



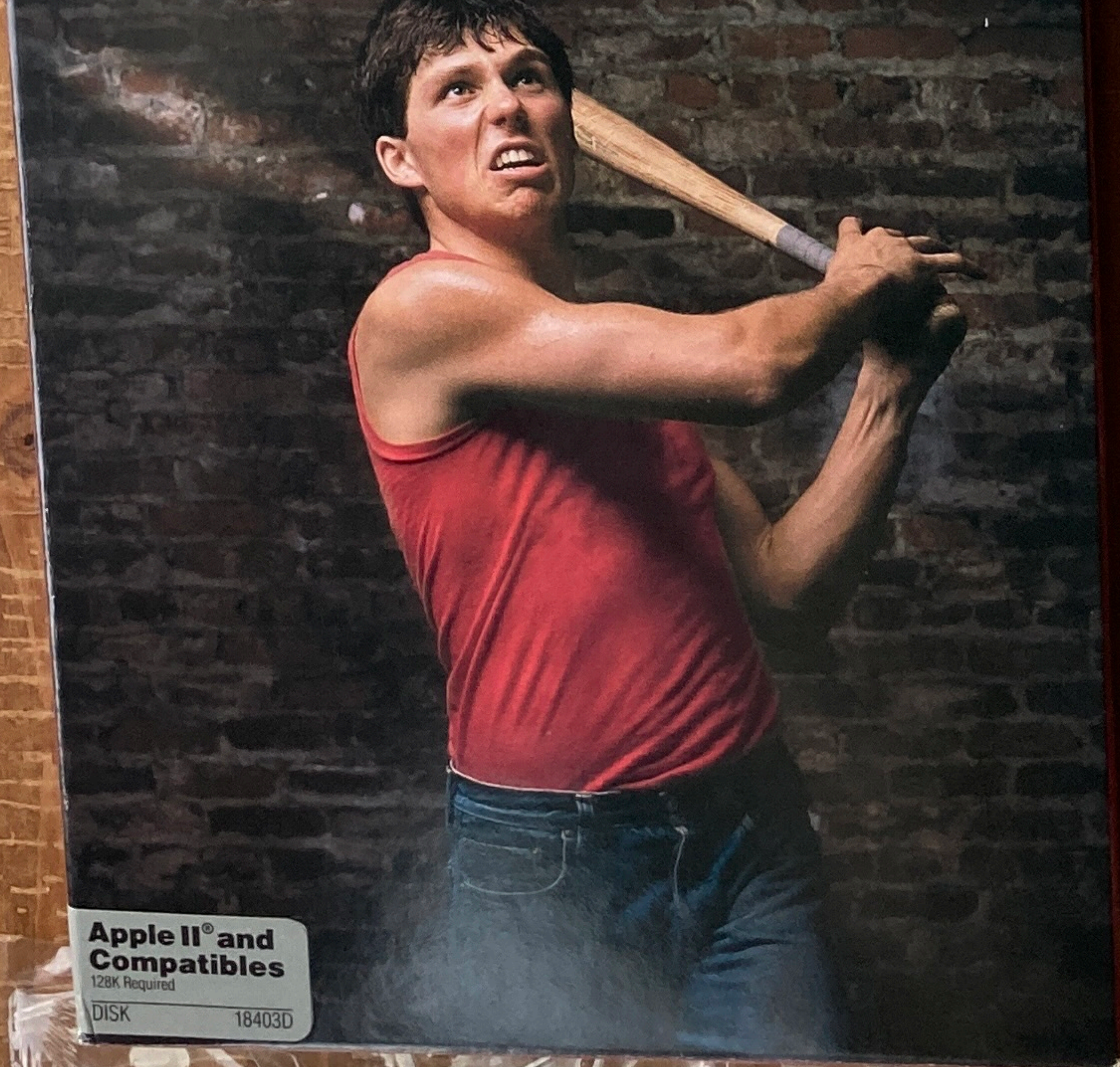
INSTRUCTION MANUAL

for the Commodore 64®/128™, the Apple II® series,
IBM PC® and 100% compatibles

EPYX

STREET SPORTS™

Baseball



**Apple II® and
Compatibles**

128K Required

DISK 18403D

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EEBOKS

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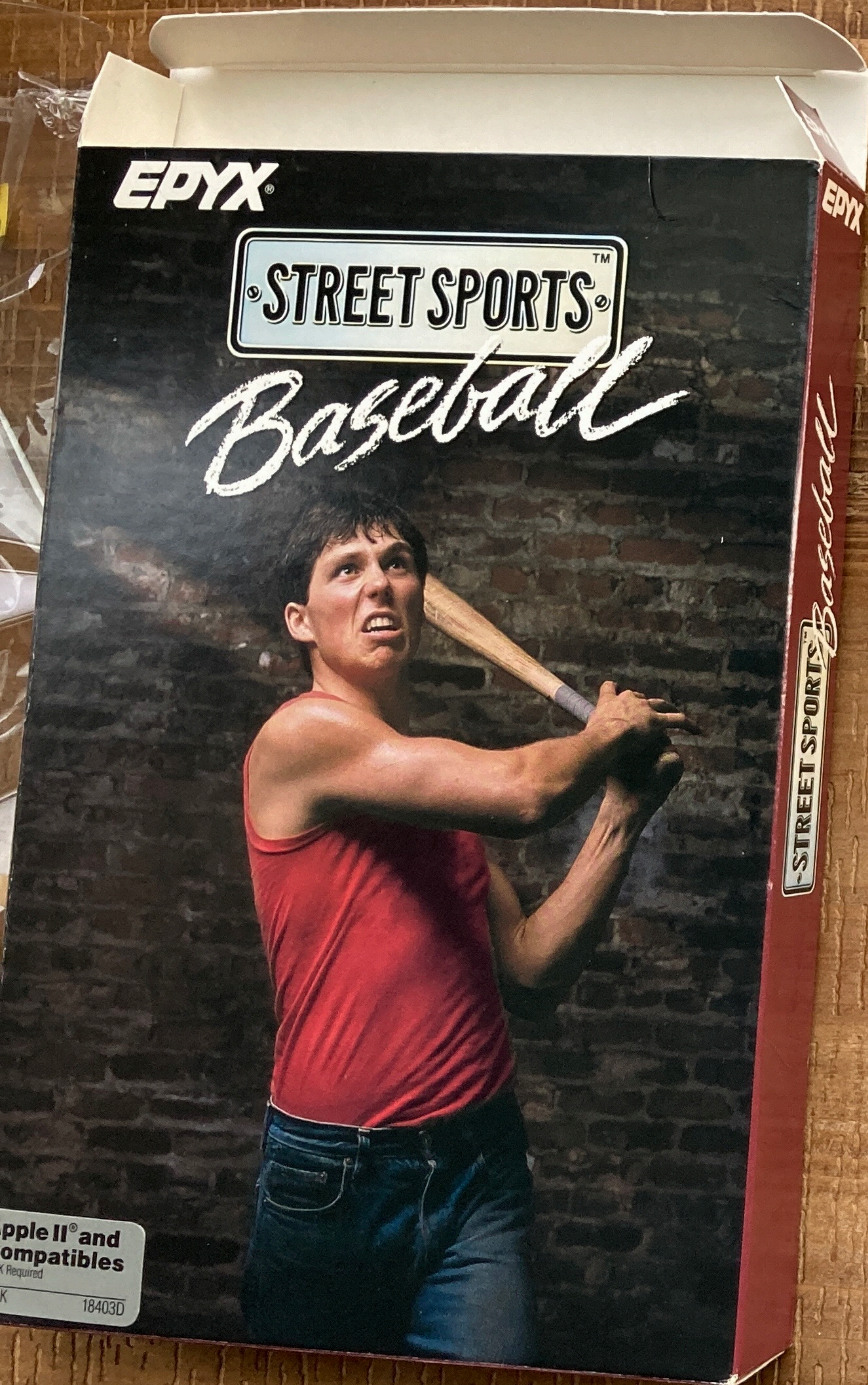
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any 2, 1984. No purchase neces-

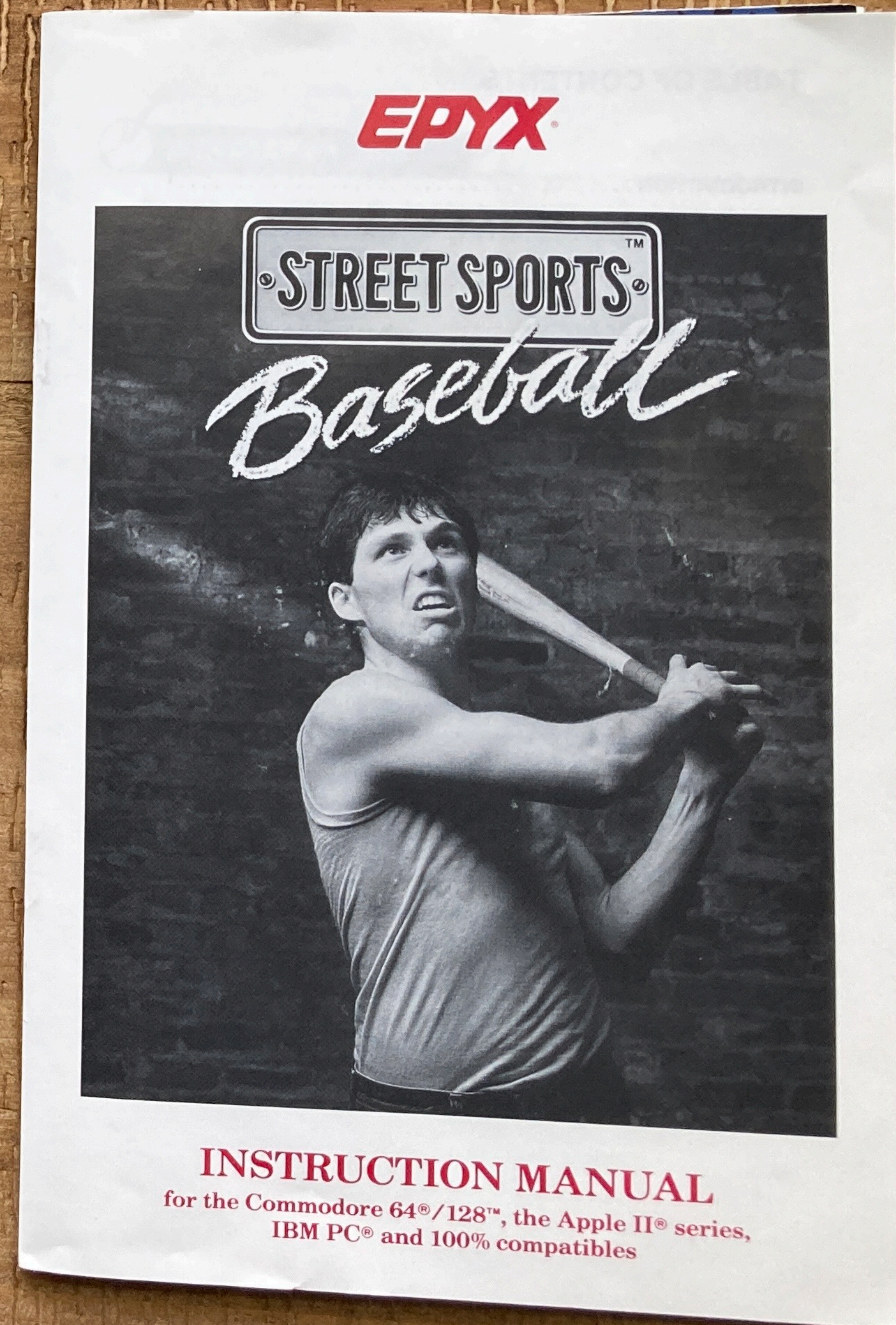
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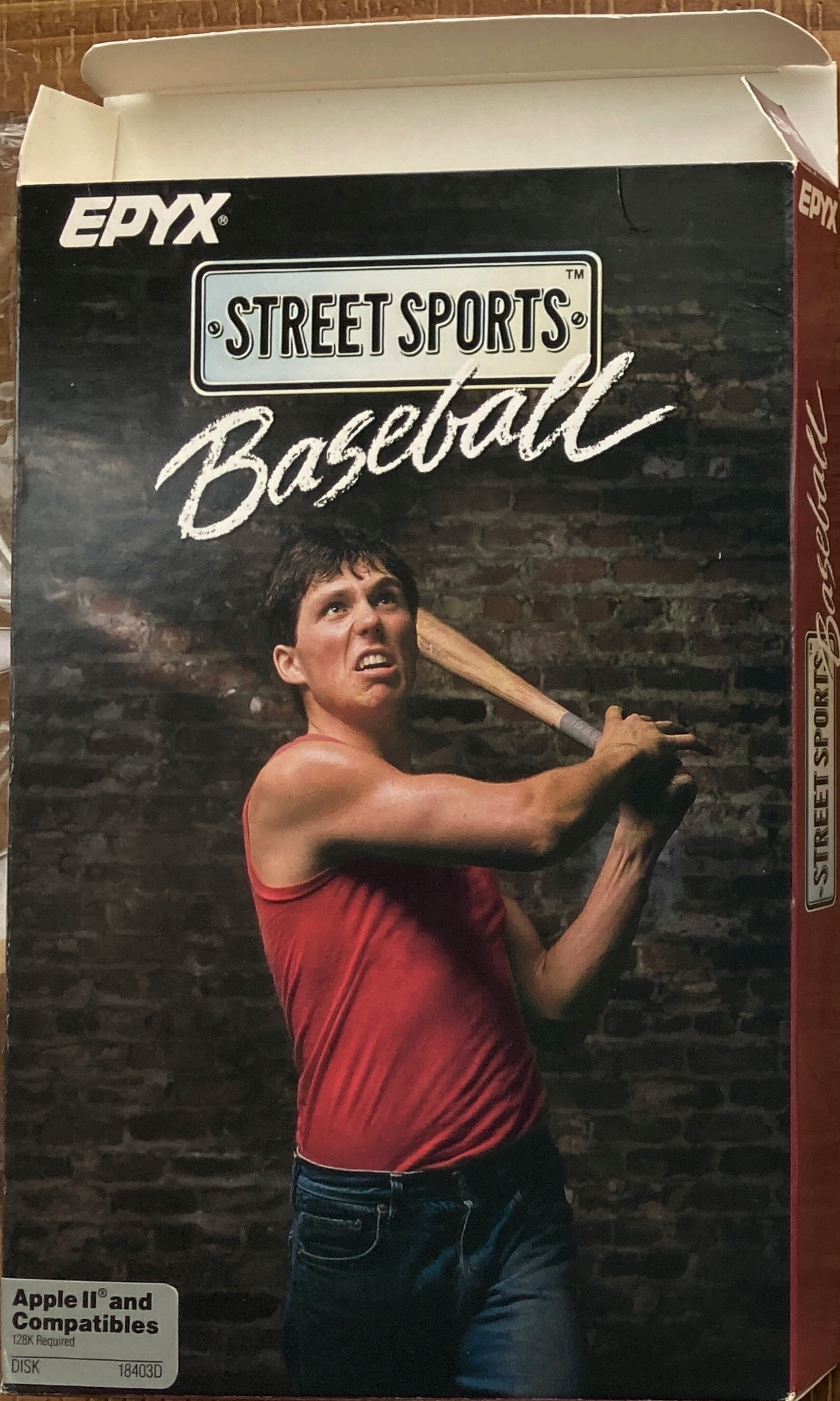
for \$10.00. Released in Oct. 1983.

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Apple II® and
compatibles
K Required
18403D





Heads or Tails?

The action pits the Home Team against the Visitors. A flip of a coin will decide who picks first, and who is the visiting team (only when playing with NEW teams). Press the joystick left to call heads, right to call tails. Then press the **FIRE BUTTON** to flip the coin. (Remember: by tradition, the Visiting team is always first up at bat.)

Choosing Sides

Take a good look at the 52nd Street Hall of Famers lined up on the screen. Move the joystick left or right to get "up close and personal" with this rough and tumble crew. If a player is eligible, you can read their description. Once a player is chosen, the first three letters of their team name appears below each character.

The Visiting Team chooses first, then the Home Team, alternating until there are eight players on each team. When the player of your choice is indicated on the screen, press the **FIRE BUTTON**.

 **THE HALL OF FAMERS**

What these kids lack in big league flair they sure make up in local color. It's your job to put together a team that can hit and field its way to victory.

RADAR: Knows where the ball is going at all times. He's one of the hardest runners and throwers in the 52nd Street league. And he "drives" the other team crazy when he's up at bat.

MAGIC: He's unbelievably well-rounded. Never makes an error. Throws and runs like a semi-pro. Bats 'em high and deep. (And you should see his stuff in Street Sports Basketball!)

BRAD: He changes baseballs into bullets with his ballistic throws. And his line drive hits have a similar quality. Unfortunately he has no wheels.

RALPH: His teammates grimace when he gets the ball 'cause his arm is on the weak side. And he tends to strike out. But he never makes an error and he's an o.k. runner.

4

SURF'S UP!



EPYX

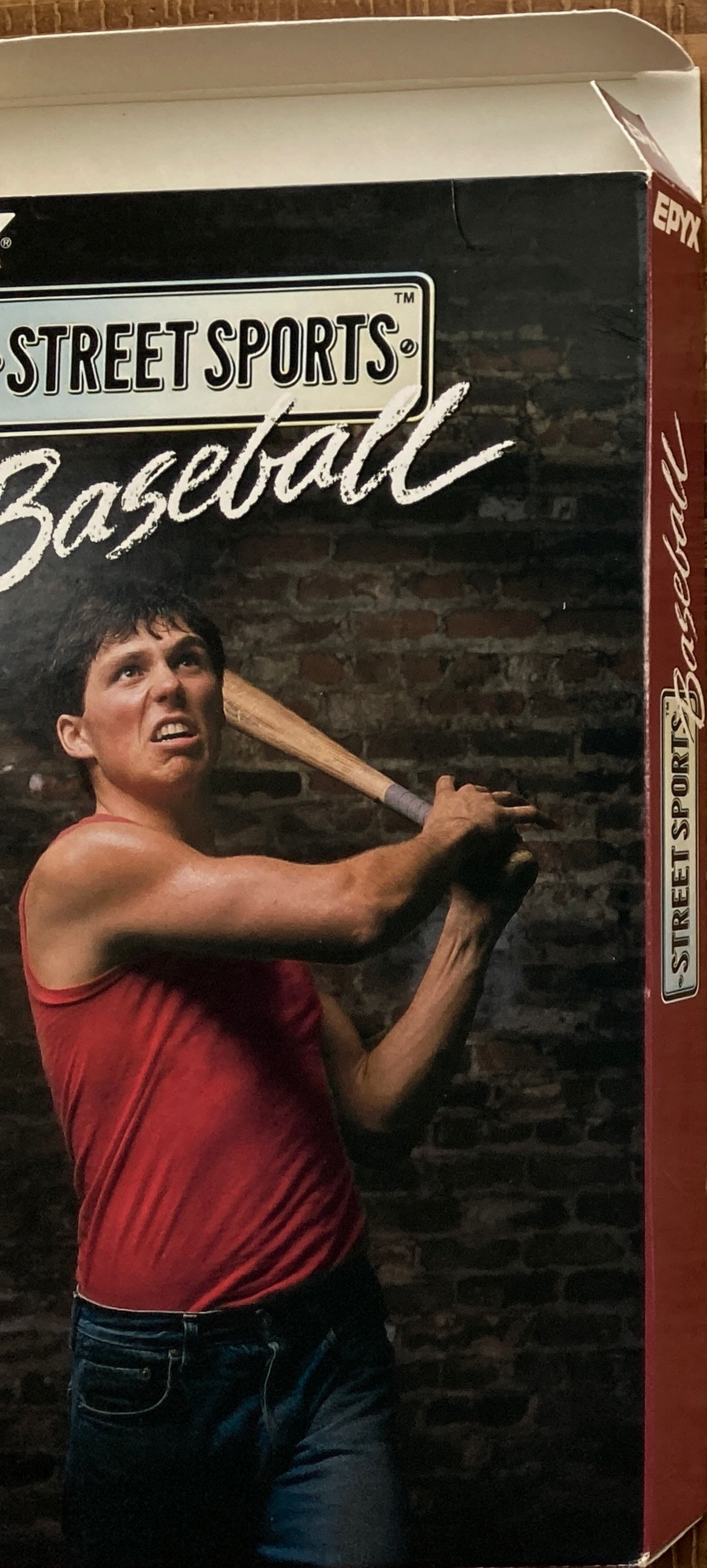
for the Apple® II & Compatible
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STREET SPORTS™ Baseball

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WIN! *Reebok Athletic Shoes* with
STREET SPORTS™ SCRATCH OFF HERE
50 - Grand Prize Winners
Reebok Athletic Shoes
NO PURCHASE NECESSARY

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RADAR: Knows where the ball is going at all times. He's one of the hardest runners and throwers in the 52nd Street league. And he "drives" the other players.

MAGIC:

Throws like a pro. Should be a star.

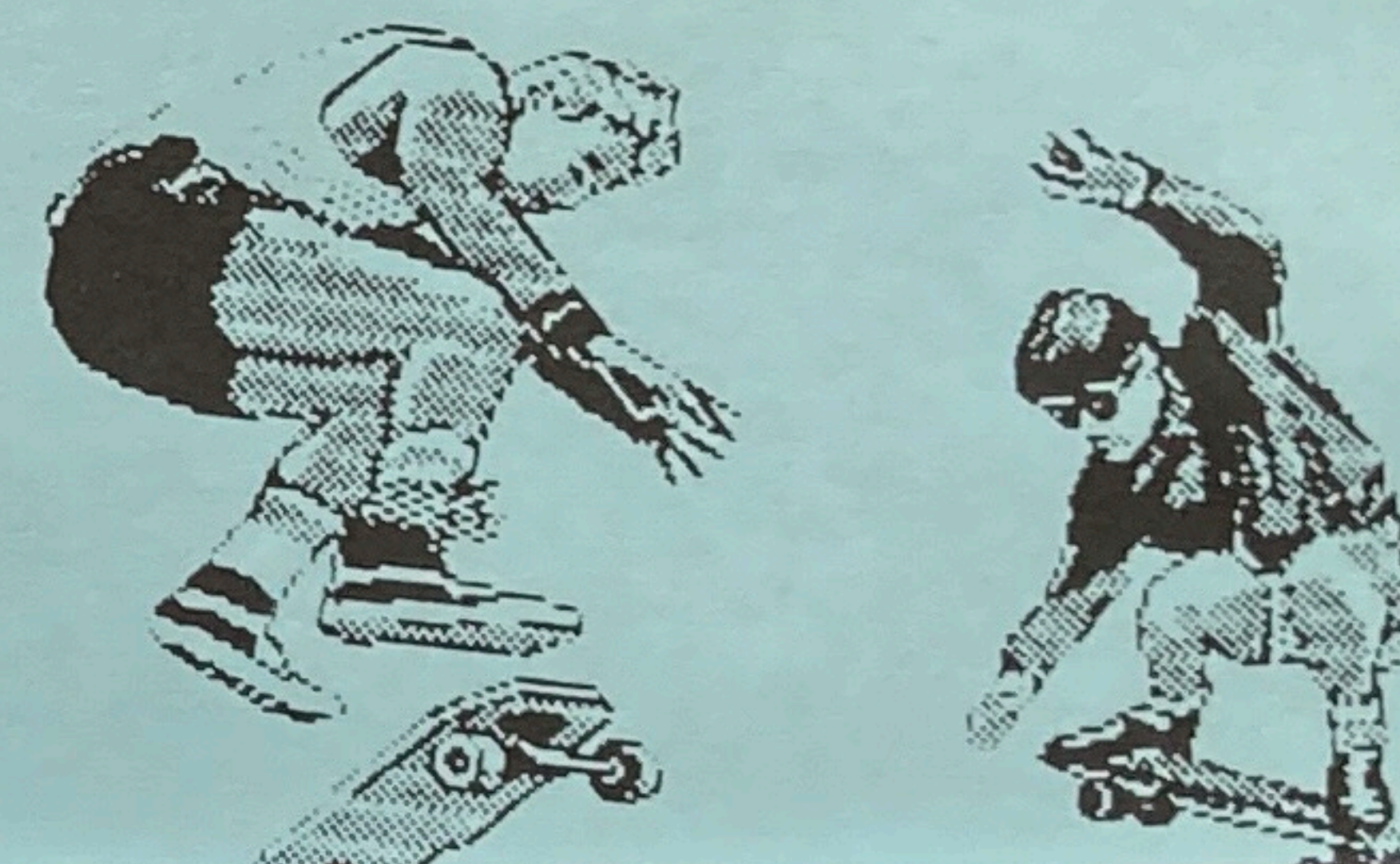
BRAD:

And his little wheels.

RALPH:

arm is on the line. makes an o.k. runner.

SURF'S UP!



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for the Apple® II & Compatibles
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STREET SPORTS™
Baseball



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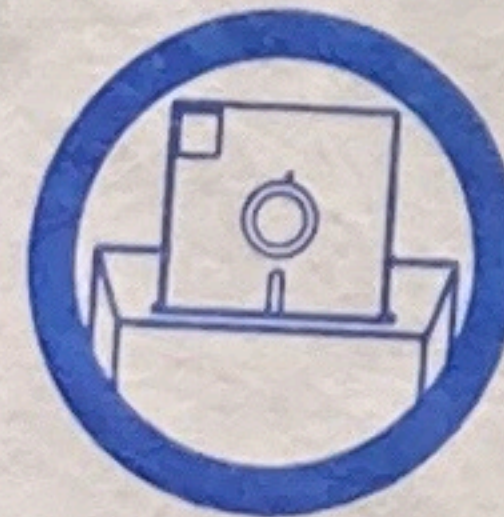
Choosing Sides

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For extended media life—
here's how to take care of your flexible disk



Precision surface.
No fingers, please!



For your disk's sake
(and the system's, too)
insert disk carefully.



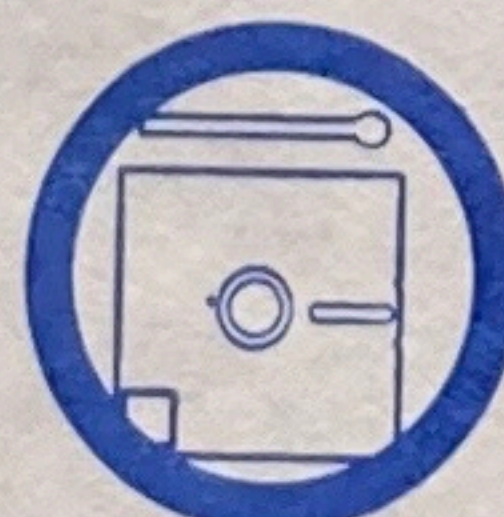
Magnetic fields erase.
Keep them far away.



Keep it safe—
in the envelope
when not in use.



Bending and folding
may damage.
Handle with care.

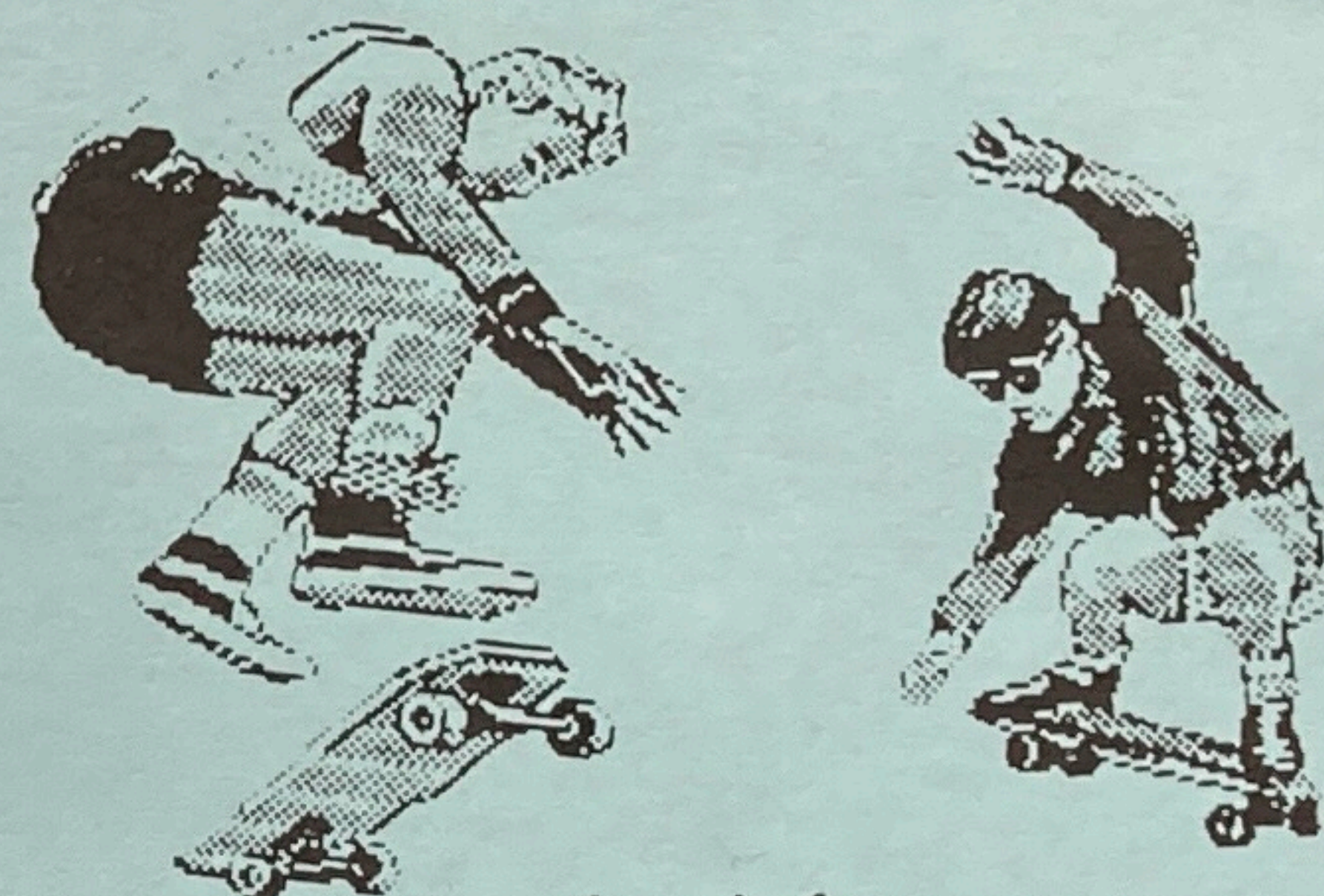


Keep disks comfortable.
Store at: 10° to 52° C
50° to 125° F

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SURF'S UP!



Look for

California Games™

from Epyx!

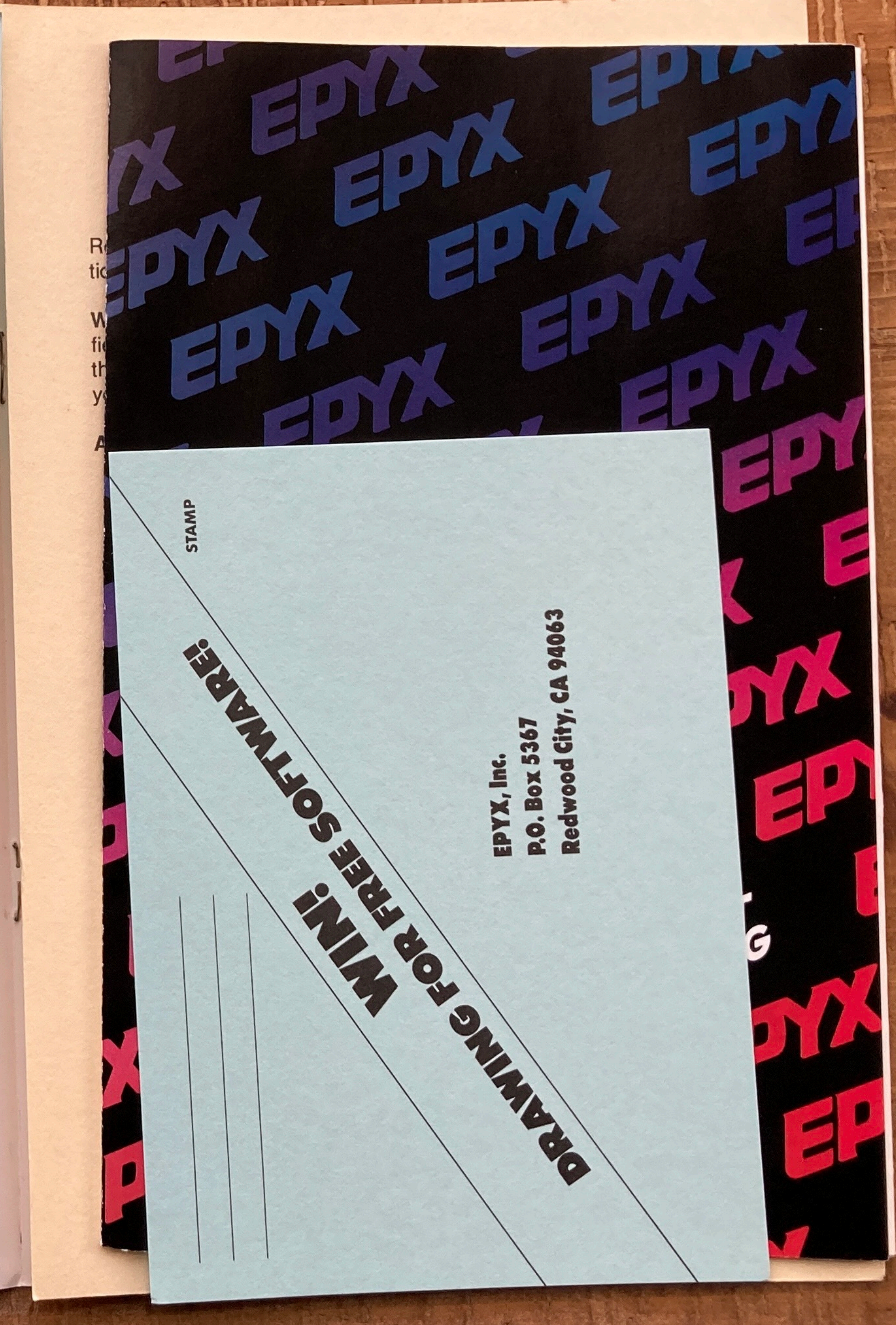
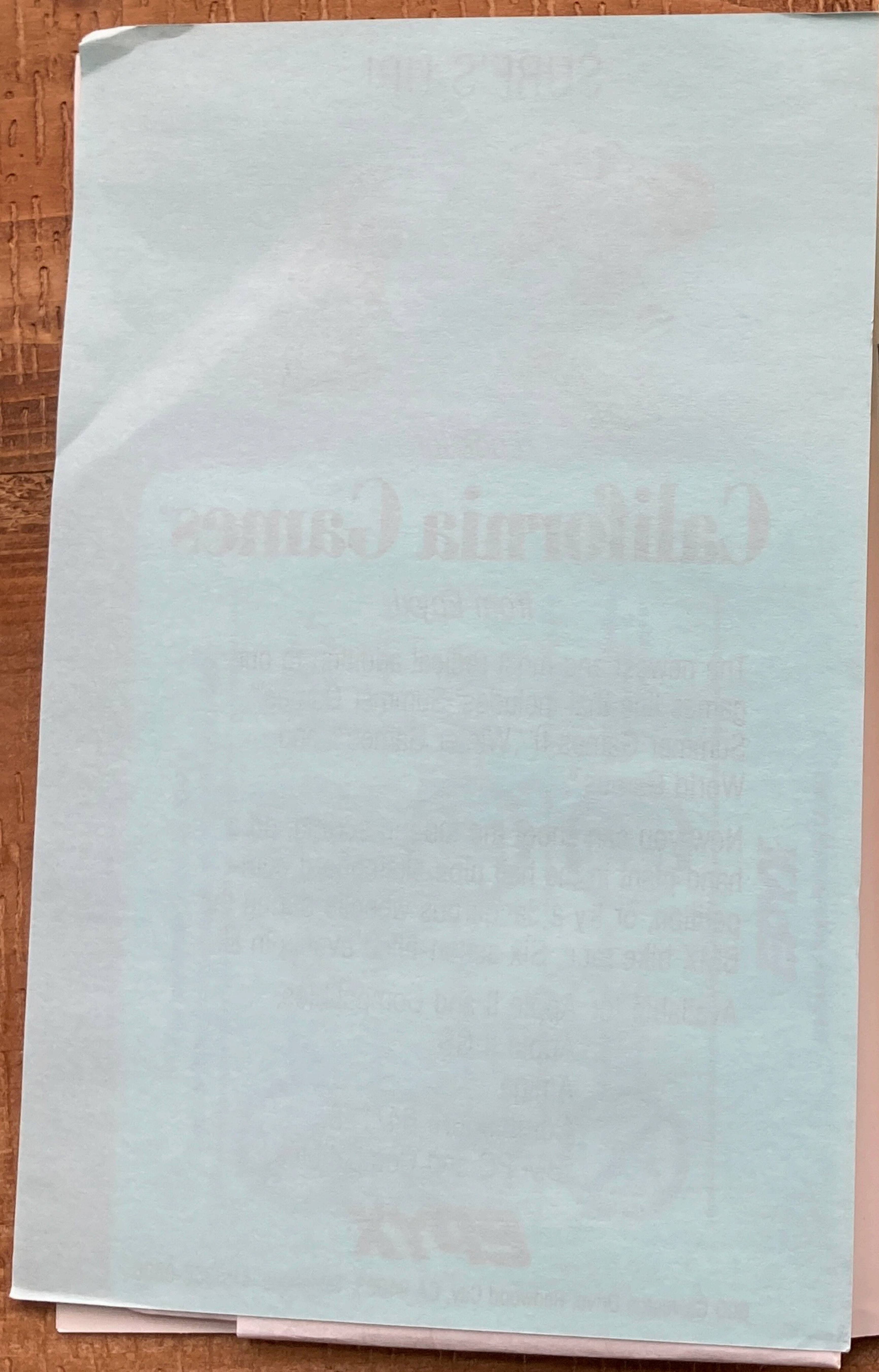
The newest and most radical addition to our games line that includes: Summer Games™, Summer Games II™, Winter Games™ and World Games™.

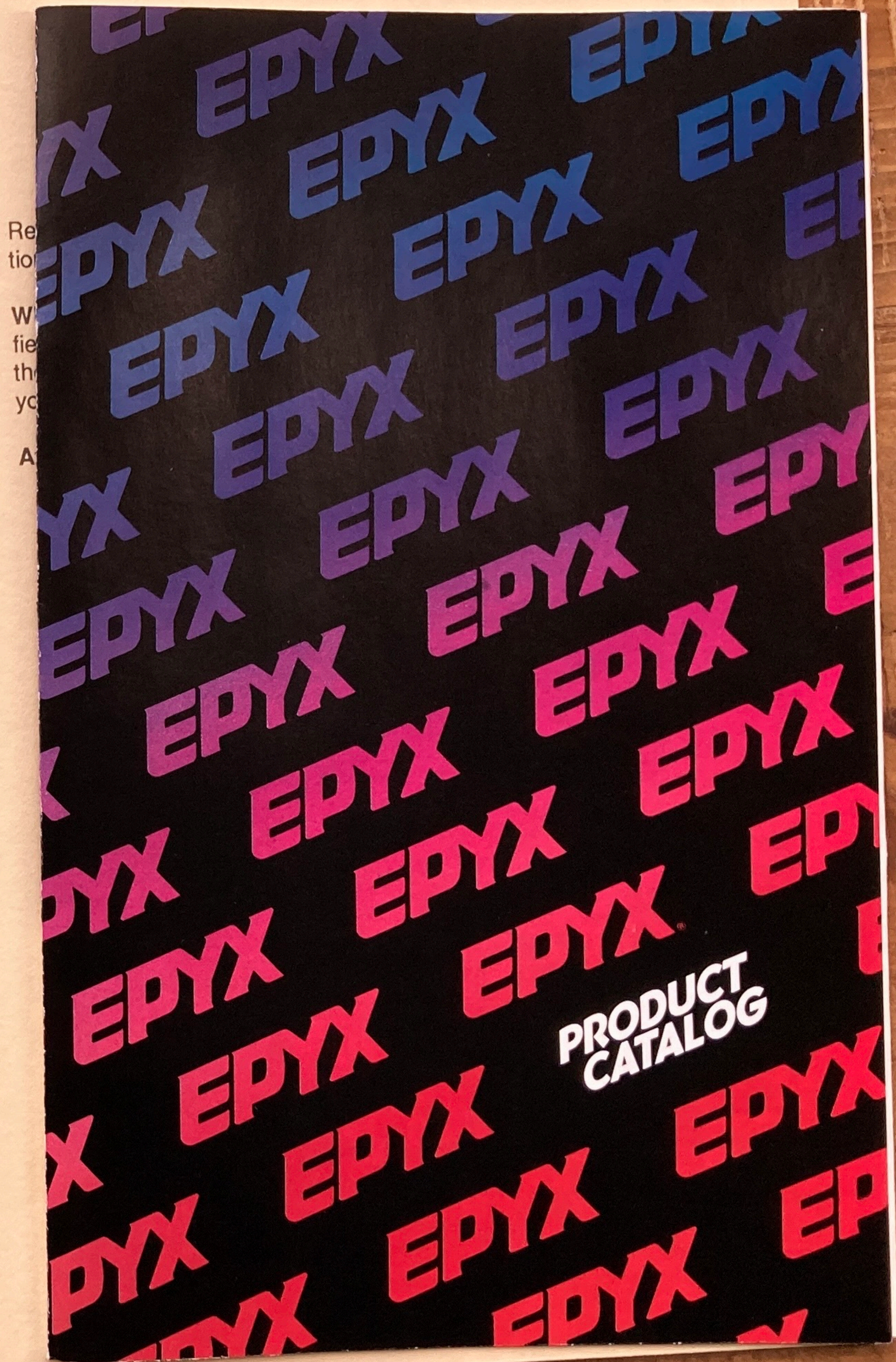
Now you can shoot the tube in surfing, do a hand plant in the half pipe skateboard competition, or try a dangerous wheelie during the BMX bike race. Six action-filled events in all.

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Send in registration card to enter drawing and to keep informed of new products and promotions from EPYX.

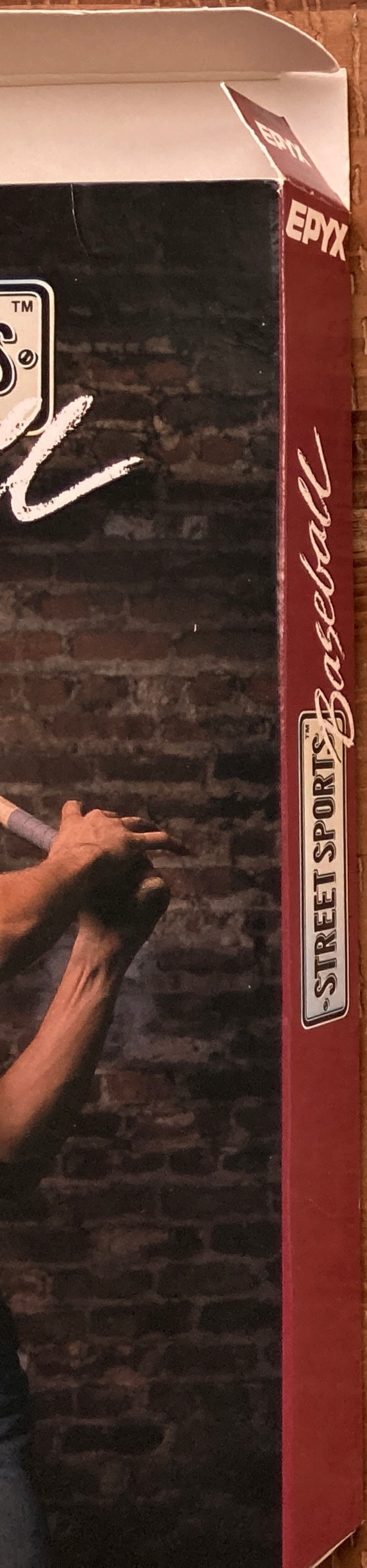
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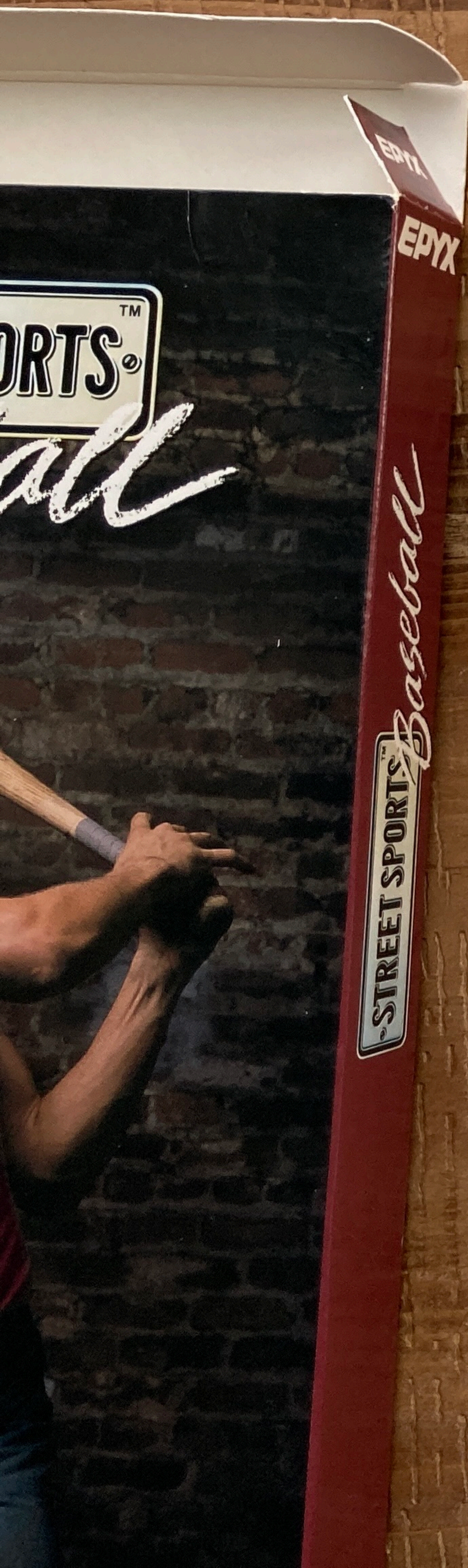
Product Purchased: _____
What computer system do you use? _____
Date Purchased: Mo. _____ Yr. _____
(09) Amiga (03) Apple II Series or compatible (10) Atari ST (08) Macintosh
(05) IBM PC or compatible (07) Commodore 64/128 (11) Nintendo
(14) Sega (13) Apple IIgs (99) Other (Specify: _____)

How long have you owned your computer? _____
Type of store where EPYX product was purchased? _____
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(07) Software (08) Record (09) Electronics (Audio/Video) (99) Other (Specify: _____)

Please give Purchaser's Sex (M/F) _____ Age _____
Where will this product be used? (H) Home (B) Business (S) School _____
How did you first learn about this product? _____
If different, please give your: Sex (M/F) _____ Age _____

Have you filed a warranty card for a previous EPYX purchase? (Y/N) _____
What magazines do you subscribe to or read regularly? (Y/N) _____
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If yes, which sections? (01) Business (02) Movies (03) Sports (04) Comics (99) Other (Specify: _____)





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Part Number E0001-80-A

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STREET SPORTS BASEBALL KEYBOARD COMMAND CARD For the Apple II series

Refer to the manual for the introduction, objective, loading instructions, and descriptions of the players.

When playing with a joystick: the joystick controls the team in the field (the joystick is traded between players). The batters will use the keyboard commands. If you are playing against the computer, you will use the joystick when you are in the field and up at bat.

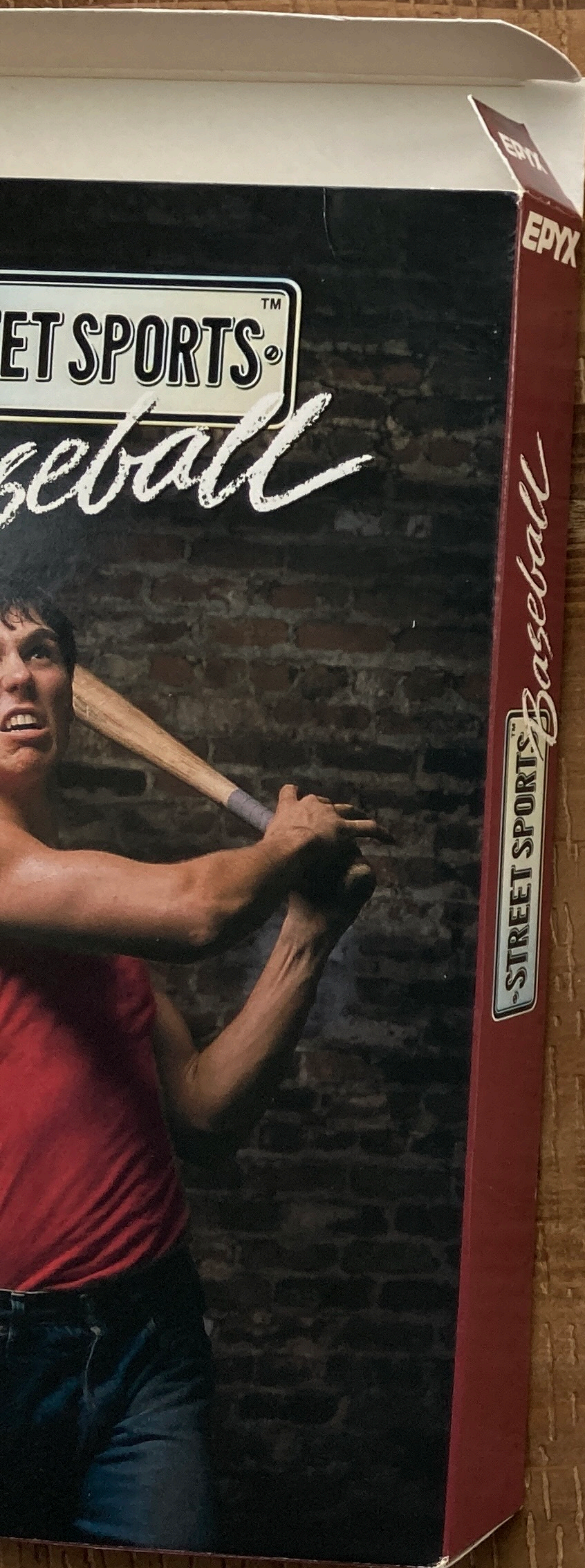
After loading make the following choices:

- 1) Choose the *playing field* (vacant lot or parking lot) by moving the joystick left or right and then pressing the **FIRE BUTTON**.
- 2) Choose to play against the *Computer* or another *Human* by moving the joystick left or right and then pressing the **FIRE BUTTON**.
- 3) Choose to play with *New* (you pick team members, batting order and field positions), *Old* (previously picked and saved teams), or *Random* (teams randomly picked and placed by the computer) teams. Pick your teammates by highlighting the player of your choice with the joystick and then pressing the **FIRE BUTTON**.

When You're Up At Bat: Press the **FIRE BUTTON** (or **SPACE BAR**) to swing. When playing against the computer, you must practice swing to let the computer know you are ready for a pitch.

When You're On Base: After making a hit, your batter will automatically run to first base. Any player on first base will automatically advance to second base and so on. However, if you have a runner on a base, but not on the base behind it, you must press and hold the **FIRE BUTTON** (or the **SPACEBAR**) to make the runner advance. If a play is a close one, you can slide your runner into the base by pulling the joystick **Down** (or pressing the **S** key).

NOTE: The **DELETE** key pauses the game at any time.



When You're On the Mound: Press the **FIRE BUTTON** to pitch the ball. Pitch a *Fast Ball* by pulling the joystick Down after the pitch. Pitch a *Change Up* by pushing the joystick Up after the pitch. Pitch an *Inside* or *Outside Curveball* by pushing the joystick left or right after the pitch. Or you can use a combination of any of those joystick controls because you control the ball all the way to the plate.

When You're Playing the Field: When the batter makes a hit, check the status line at the bottom of the screen to see what kind of hit it was.

- o A *Grounder* (infield or outfield) - try to get in front of it and stop it.
- o A *Flyball* (infield or outfield) - try to get under it and catch it.

Throw the Ball to:

- o **Home Plate:** pull the joystick Down and press the **FIRE BUTTON**;
- o **First Base:** move the joystick Right and press the **FIRE BUTTON**;
- o **Second Base:** move the joystick Up and press the **FIRE BUTTON**;
- o **Third Base:** move the joystick Left and press the **FIRE BUTTON**.

The Game ends after 9 innings, or you can end the game at any point by pressing **ESC**. To play again, highlight **YES** and press the **FIRE BUTTON**.

KEVIN: Wooooshhh! No one wants to get in his way when he's on the run. He's a team's fastest weapon. Nifty fielder too.

VIC: Thinks he's a Don Johnson look-alike. But looks more like he's blind when it comes to playing the field. Strokes long shots when he's up at bat though.

BOJO: Throws his weight around at the plate. But often swings too late - like when the ball is already in the catcher's mitt. Good arm (though his glove is suspect).

DAVID: Airlines have to take an alternate route when he's up at bat. His long fly balls go first class all the way. Non-stop. Unfortunately his fielding is second-rate.

BUTCH: Plays ball like he slam dances. A little wildly and recklessly. He "pops-up" too much and throws like a sissy. But he rarely blows a catch - no matter how difficult.

BOB: He's an all-around kind of guy. He's a good fielder, has a rifle-arm, and runs like a champ. But he shines brightest when cracking screaming liners over the infield.

JULIE: The guys think she throws pretty good "for a girl." Truth is, she throws better than most of them. Only problem is she gets excited at bat and tends to strike out.

KIM: A real free-spirited girl. Tends to lose concentration when she's in the outfield. But she makes up for it with some peppery hitting and hustle on the bases.

TINA: This girl wants to make it to the big leagues some day. She's always operating at top speed - on the run, up at bat, and in the field.

DANA: "Hustling" isn't her strong suit. Once she's hit one of her trademark drives, she has trouble circling the tires. And she's known as a "marshmallow tosser."

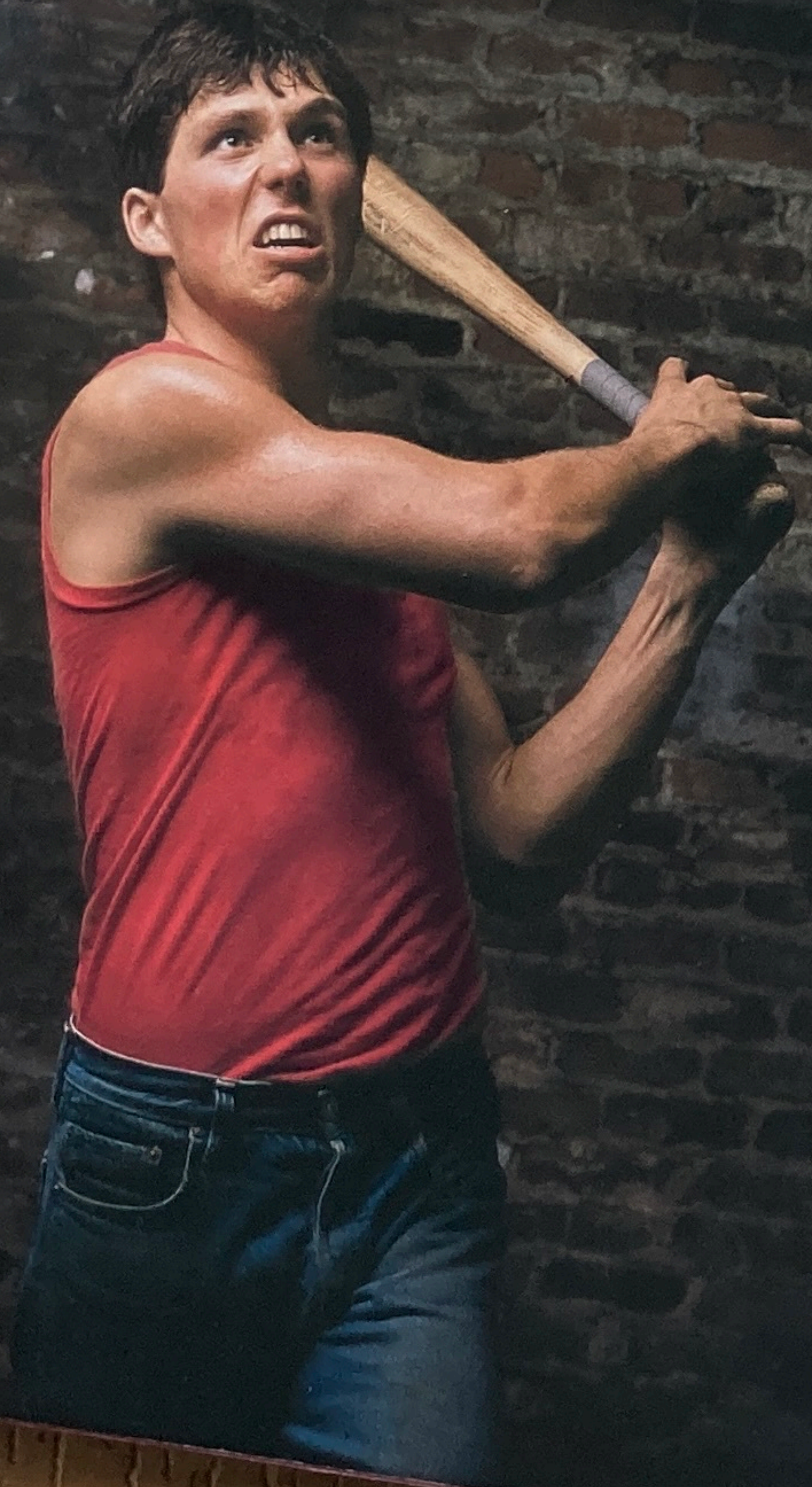
MELISSA: She's the kind of "heads-up" player you can count on in the clutch. Always into the game. And her high-powered arm gets lots of attention too.

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STREET SPORTS™

Baseball



Apple II® and
Compatibles

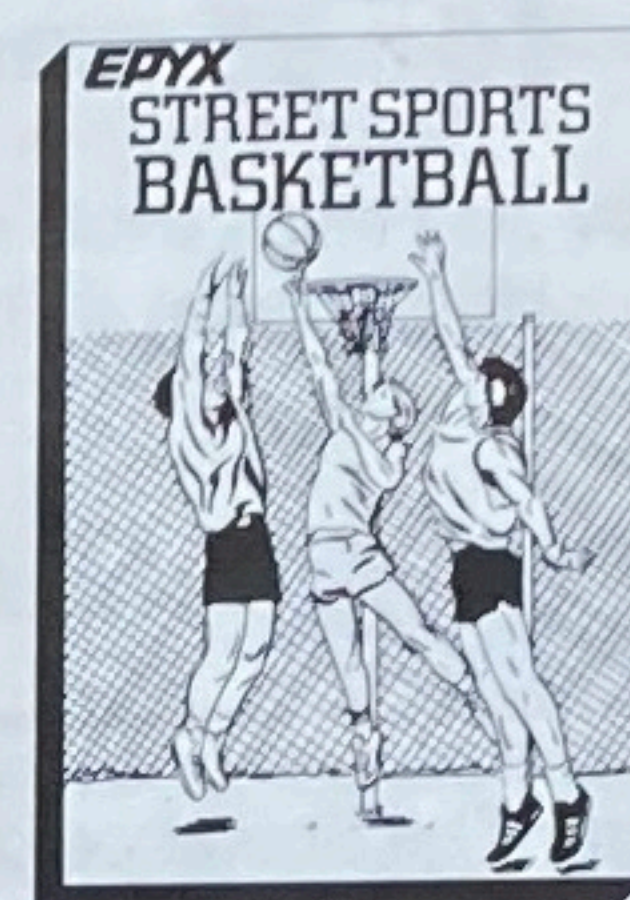
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STREET SPORTS BASKETBALL

Not like any basketball game you've ever played on a computer. But just like every basketball game you've ever played for real!



- Choose from 10 neighborhood players for a three person team.
- Four courts to play on—at a playground, in an alley, on the parking lot, or in the backyard.
- You'll play with hot shooters, slow dribblers, slam dunkers, or pass on the run.

Only from Epyx!

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